

Title: Encyclopedia Umbratica

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Author: The Collective

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Dedication:

In honor of Umbra's  
Decade of Darkness  
Anniversary this book is  
dedicated to the people  
and the lands of Umbra.  
Blessed is the darkness....

A-ab'Arawn, the ruling  
family of Umbra, headed  
by the Matriarch Ceinwyn,  
and followed by the War  
master Myrddin.

B- Bedlam, the Academy  
of Necromancy in Umbra.  
An asylum for the dead,  
where powerful  
necromancers toil their  
trade.

C-Cryomancy, one of the  
primary skills of the  
Matriarch Ceinwyn, and  
the loyal Warlord Merci  
d'Rue. An Icy brand of  
magic, this ability  
incorporates the powers  
of cold manipulation.

D- Den of Sin, One of  
the more luxurious  
taverns in Umbra this  
popular local is open to  
all types. The local  
haunt..

E-Evil, a perspective in  
which an entity is  
believed to be a source  
of harm or ill-will. A less  
than objective view of  
Umbra held by many  
ruling bodies of northern  
malas.

F- Ferryman - Chyloth  
is the keeper of the  
riverboat deep within  
Doom. For the price of  
one gold skull, unlucky  
participants may traverse  
the river to the deadly

Gauntlet.

G-Gravewater lake, if you ever wonder why the edges of our void are scattered with bones, search our history books for the beginning of Umbra and what brought such to the lands....

H- High-water, the name of the original ship which brought the Grimmwind brothers to these lands.

Mordin, the founding father of Umbra and Necromancy, and his brother Greyn.

I- Inferiority, the belief that those who can not withstand the rigors of living, training or working in Umbra, are not of the same level. Umbra firmly stands on \*only the strong survive\* The weak believed to be a weakness to our system as a whole and are often enslaved into the realm of Undeath in order to become a productive member of society.

Illness thusly nonexistent.

J-Jail House, holding cells that are seldom used longer than a few hours time. Death is usually granted to those that oppose us. No skeletons are to be found with in these chambers.

K-Kindred, the common term used between Vampires to identify their singularity amongst each other. Vampires are a very common occurrence in Umbra.

L-Lycanthrope, a growing breed of Umbran citizens, added to the very diverse culture of vampire, drow, human and undead is this new pack of Lycanthropes. The current pack in Umbra is very unique, and should not be confused with the common werewolf

variety.

M-Matriarchy, The current governing body of Umbra. Arch Matriarch Ceinwyn.

N-Nightmare, One of the primary animals of Umbra, this creature has its own holiday earmarked each year by the Nightmare day hunt and feast. The partaking of Nightmare flesh has been known to cause hallucinations of the nightmare type origin.

O-Oblivion – A religion previously worshipped by the former rulers of Umbra, banished with the rise of the Matriarch and her followers.

P- Pyromancy, a School of Magical Devotion wielded by the Sage master of Umbra.

Wielding stored energy, it utilizes fire and heat to destroy and create.

Q-Questions  
\*not allowed\*

R- Ritual, A series of acts performed in a specific order. In Umbra such ceremonies include blood and sacrifices to gain knowledge or power.

S-Sepulcher, one of the most important and hallowed halls of our land. This building holds many magical secrets and protections.

T-Twilight- The constant state of darkness that forever envelopes Umbra, the city that has no sun.

U-Umbra, the name of our homeland, it is also defined as...the darkest part of a shadow. From within the umbra, the source of light is completely hidden by the occulting body.

V-Void, this inky black mass of nothing replaces

the waters that most lands have running thru them. Careful it is entirely unknown whether one can return from such...

W-W.I.T. Warriors in training. Each breeding couple in Umbra must dedicate one child to the umbran military at which point they are trained in our special W.I.T program, headed up by the Warlord, Willow Smythe.

X-Xenolith, a popular concept that our people, beliefs and customs, are hard to accept and peculiar to outsiders.

Y-Years, The current government of Umbra darkening doorsteps thru the years celebrates a decade of prosperity upon these lands.

Z-Zealot, Someone given to blind, fanatical devotion to a person, body, or idea. Umbra holds no tolerance for Zealots of Virtue.

Afterword:

The Umbran Oath:

Bring us your light, we will extinguish it.

Show us your dreams, we will turn them into nightmares.

Bring us your hopes, we will crush them.

Bring us your masses, we will eradicate them.

But leave us alone, we will grow and rise to conquer the world.

The choices are yours, we accommodate all.

Only the outcome is the

same, Death.

Blessed is the Darkness.